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Subject: Re: Server DLLs

Posted by [StealthEye](#) on Thu, 31 Aug 2006 22:02:00 GMT

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Yes, there are a lot of potential evil uses of console commands. I'm doing some lag testing and added 3 console commands. I have only released the compiled versions for the blackintel team though, as I know it is possible to exploit these to cheat... :/

If it weren't that dangerous, I would certainly show the code to add a command, but I think it's not a smart thing to do...

Wasn't this the (one of the) most important reason(s) for bhs.dll to be closed source?

[edit]

server side only could imo be released, however with a little bit of asm knowlege you will probably be able to figure out how to do it for the client side too, when you can see how it's done for the server side... I think you need only one or two memory addresses...

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